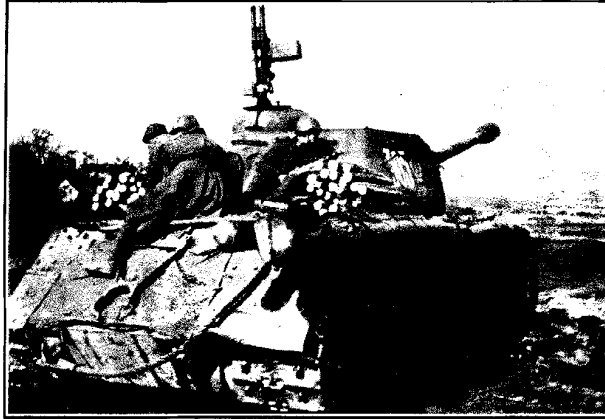


BIG CATS AT BAY

SCENARIO ASL TAC 49

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Russian wins at game end if they control all the multi-hex buildings on board 3. The Germans lose immediately if all their AFVs are destroyed or captured.

GOLZOW, GERMANY, 22 March 1945:

The Vistula battle lost, the remnants of the German army reorganized behind the Oder-Neisse river, in the vain hope to stop the Red Army. The situation was even worse since the 5th Shock Army already secured a bridgehead on the western side of the Oder. The battle was raging inside Kuestrin. The 56th Panzer Corps was assigned to stop the Russians without delay. A Kampfgruppe was built and deployed on both sides of the highway that linked Kuestrin to Berlin. No less than 28 Tiger II and 28 Panthers were assigned to the Kampfgruppe. The morning of the March 22nd, at 0600, the Russian steamroller started again. The front blazed up and the first German lines were flattened under a shower of shells and rockets during more than 90 minutes. Nevertheless, when then Russians met the defense, the Grenadiers offered a stiff resistance. Only a few tanks were able to make it through. Two armored arrows were repulsed by the Panthers and Tiger II. The Russians suffered heavy losses and did not wait long before withdrawing. At the same time, north of this battle, a third Russian group headed toward Golzow. The village hosted the Battalion HQ and was only very lightly defended by five Panthers from the recon group supported by a thin Grenadier company. Still, the German commandant decided to take up the challenge...

BOARD PLACEMENT:

BALANCE:

- ★ The Russian OBAs given a pre-registered hex, secretly recorded before German setup

- ✚ Add 8 "???" to the German OB



	4
3	
18	

✚ GERMAN sets up first	★ 1	★ 2	★ 3	4 ✚	5	6	7	8	END
★ RUSSIAN moves first									

Elements of the 1st Stabs Company, Panzer Battalion "Brandenburg" and of Panzer Anti-Aircraft Battalion "Kurmark", Panzergrenadier Division "Kurmark" [ELR:2]

set up on board 18 on/west of hexrow H and/or on board 3 on/west of hexrow Z and/or on board 4 on/west of hexrow H in hexes numbered 2 {SAN:4}:

5-4-8	4-6-7	9-2	8-1	8-0	7-0	5-12	3-8	12-4	7 morale
4	6						3	2	8

15	16	16	16	8-1
4			3	4

Elements of 102nd SS Panzer Battalion

enter on Turn 4 along the south edge **OR** along the west edge of board 18:

11
2

Elements of the 5th Shock Army

enter on Turn 1 on/between 4G10 and 3GG6:

16	8-1
6	

enter on turn 3 on/between 4G10 and 3GG6:

6-2-8	5-2-7	9-1	8-1	8-0	2-8	1-12	13	15
4	10				4	2	2	2

Support elements of the 5th Shock Army [ELR:4]

enter on Turn 2 on/between 4G10 and 3GG6 {SAN:3}:

13	9-1	6-2-8	8-1	2-8
2		2		

Scenario Design: Jean-Paul Gonçalves

SSR:

- EC are wet with no wind at start.
- Level 2 Hill hexes are Level 1 hill hexes.
- Board 3 undergoes a pre-game bombardment.
- The Russian player receives a 120mm+ OBA module with plentiful ammo with an offboard observer secretly placed before German setup on a Level 2 edge hex on/between 3GG and 4A10. This module may not use more than 2 missions; at least one of the two must be a smoke mission.
- Russian squads have a PF capability with an Availability number of 1. These SWare inherent (C13.31) but Captured Use does apply. The other PF rules apply normally.
- One German squad equivalent and all Leaders/SWs stacked with it may setup HIP. The German AFVs may not setup in buildings. Kindling and Bore Sighting are NA. The SPW 251/21 is a vehicle that came with the KGPI module. If it is not available, you may replace it with a SdKfz 7/1.

AFTERMATH: Under the Russian artillery fire, the Panzers had problems regrouping in Golzow. The Russians added to the confusion on the German side by firing a thick smoke screen at the edge of the village. The defenders had barely pulled themselves together when the first T-34 emerged from the smoke. But blinded and without their supporting infantry, the first beasts roaming the streets were easy prey. Supporting each other, Grenadiers and Panzers isolated and destroyed the tanks of the first wave one by one. But after the T-34 came the Stalins and assault guns loaded with infantry riders. The fights were extremely violent and the losses dreadful. When all seemed lost, some Tiger II called on for help joined the fray. Under the shock, the Russians lost their nerve and finally withdrew. The breakthrough attempt ended in a bitter failure. That would nevertheless be only a respite before the unavoidable conclusion.